SNK CORPORATION

GUERRILLA WAR

INSTRUCTION MANUAL

GUERRILLA WAR

TABLE OF CONTENTS

I. GENERAL INFORMATION

INTRODUCTION

Guerilla War is a microprocessor based coin-operated electronic game that makes extensive use of digital integrated circuitry and television monitor concepts. This manual is designed for the use of maintenance technicians who possess a general knowledge of solid-state circuitry and video monitor theory. Any individual NOT knowledgeable in these areas SHOULD NOT attempt repair of the electronic portions of the game.

In addition to this manual and training in electronics, troubleshooting and repair will be facilitated by access to general-type handtools, a multimeter, a 50 or 100MHZ oscilloscope and a logic probe would be helpful.

WARNING

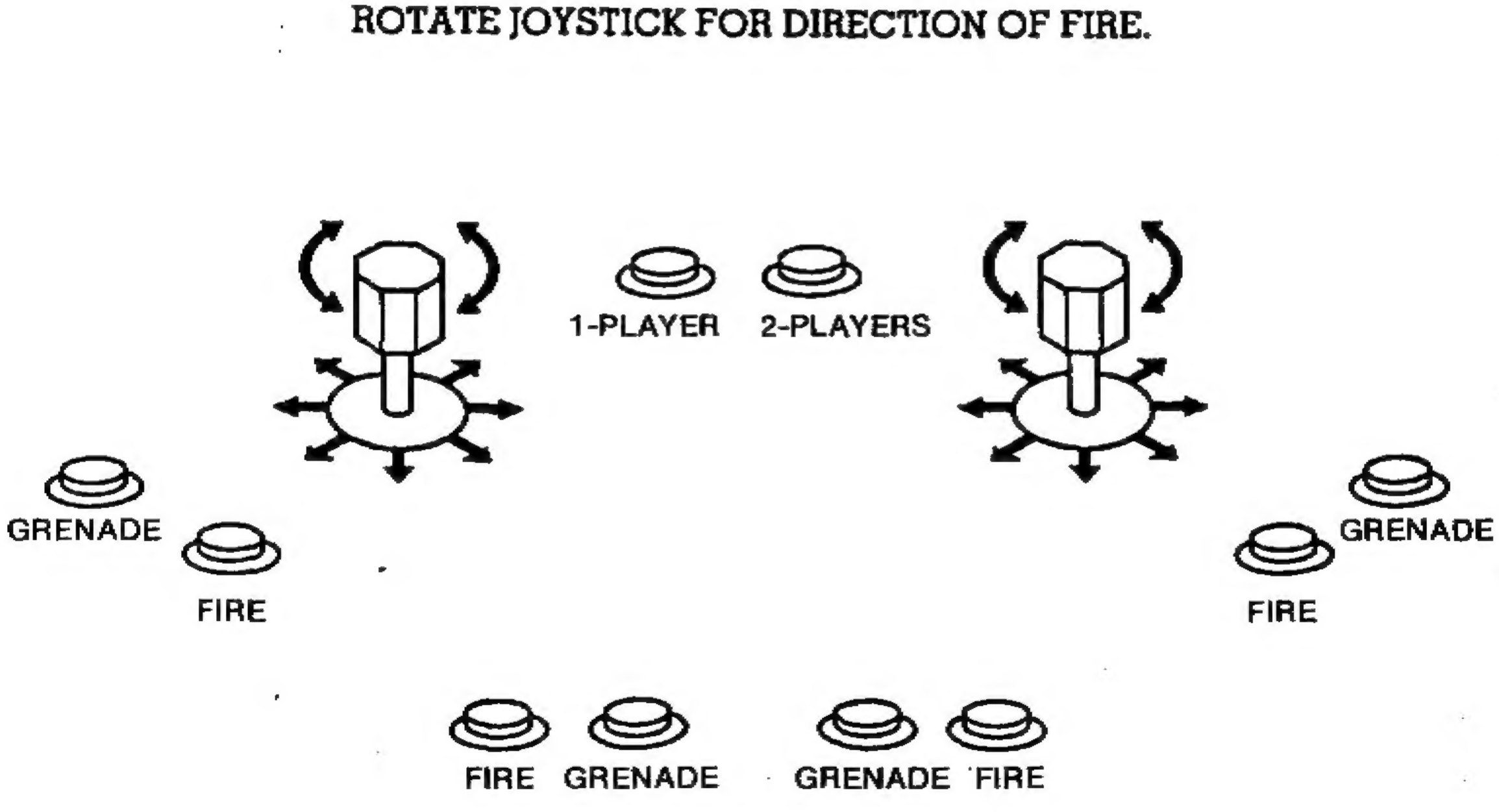
Do not attempt to troubleshoot or repair the PCB if it is found to be faulty or your warranty may be voided and repair charges will be more costly. Always contact an authorized SNK distributor or the SNK Service Manager to troubleshoot your PCB problems.

Whenever you change parts or insert/disconnect the edge connector, always check to make sure the power is off! After you are sure the power is off, wait approximately 10 seconds before proceeding to remove the edge connector to allow time for the power supply to discharge.

Always use caution to stay clear of the high voltage sections to avoid the possiblity of electrical shock.

HOW TO PLAY

Guerrilla War is a 1 or 2 player survival shooting game. Play can be simultaneous or either player can join in at any stage during play. The rotary joystick controls the hero's movement and 8-way fire direction. Press yellow button to fire machine gun and press black button to fire grenades and to get in and out of tank. Players may get into enemie's tank when they are destroyed. When certain enemies are killed they change into bonus weapons. The dip switch adjusts the level of difficulty in four stages.



II. OPERATION

INSTALLATION

Your game was shipped from the factory in ready-to-play condition.

A brief inspection is suggested before the PCB is removed from the carton. If there is damage to the shipping carton, contact the freight carrier for claim purposes.

After the carton has been satisfactorily inspected, remove the PCB from the shipping carton.

Examine the interior of the game for disconnected wires, cables or harnesses. Make sure the electronic devices are securely mounted in their sockets, etc. Record any problem and contact your customer service representative for technical assistance.

PCB SPECIFICATIONS

Operating requirements

Voltage +5.00 volts to 5.10 volts D.C., -5VDC, +12VDC.
Amperage 7.5 amps
Power 38.5 watts
Temperature 0° to 30°C or 32° to 100°F
Humidity 95% relative

The 5 volt supply draws about 7.5 amps on this PCB design and the power supply should be adjusted for maximum efficiency and reliability. When the voltage is correct, both LEDs will be lit. If only one LED is lit the 5 volt supply must be adjusted.

This machine should only be adjusted by a QUALIFIED technician.

OPTIONAL SETTINGS

DIP SW NO. 1

ITEM	SPECIFICATION	1	2	3	4	5	6	7	8
GAME STYLE	COIN UP CONTINUE	**OFF**							
	STANDARD	ON							
DISPLAY	NORMAL PICTURE		**OFF**						
	INVERSE PICTURE		ON						
BONUS	*SECOND BONUS			**OFF**					
	**EVERY BONUS			ON					
NUMBER OF HERO	3				**OFF**				
	5				ON				
COIN 1	1 COIN 1 PLAY					**OFF**	**OFF**		
	2 COIN 1 PLAY					ON	OFF		
	3 COIN 1 PLAY					OFF	ON		
	4 COIN 1 PLAY					ON	ON		
COIN 2	1 COIN 6 PLAY							**OFF**	**OFF**
	1 COIN 4 PLAY							ON	OFF
	1 COIN 3 PLAY							OFF	ON
	1 COIN 2 PLAY							ON	ON

*Second Bonus ..... Credit one (HERO) every 2nd bonus

**Every Bonus ..... Credit one (HERO) at 1st and 2nd bonus only.
No further heros awarded.

DIP SW NO. 2

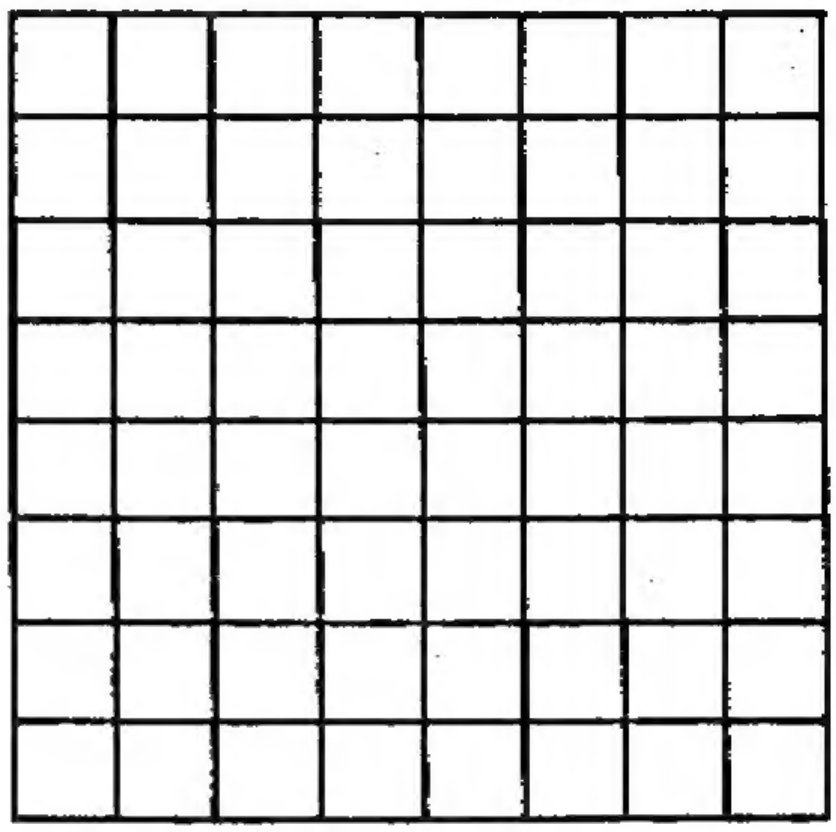
ITEM	SPECIFICATION	1	2	3	4	5	6	7	8
LEVEL OF DIFFICULTY	EASY	OFF	OFF	LEVEL 1					
	NORMAL	**ON**	**OFF**	LEVEL 2					
	HARD	OFF	ON	LEVEL 3					
	DIFFICULT	ON	ON	LEVEL 4					
ATTRACTION SOUND	WITHOUT SOUND			OFF	OFF	DEMO SOUND OFF			
	WITH ATTRACTION SOUND			**ON**	**OFF**	DEMO SOUND ON			
MONITOR SETTING	CONTINUOUS PLAY			OFF	ON	NEVER RESTART			
	STOP VIDEO DISPLAY			ON	ON	STOP			
BONUS POINTS SETTING 1ST/2ND	30,000/50,000					OFF	OFF		
	40,000/80,000					**ON**	**OFF**		
	50,000/100,000					OFF	ON		
	NO BONUS					ON	ON		

NOTE: Bold face suggests factory recommended settings.

DISPLAY TEST MODE

A. SELF ROM CHECK

The memories are automatically self checked whenever power is applied. To enter the test mode, hold the test switch on until PICTURE is displayed. Press the test switch to continue the display tests or reapply power to start the game.

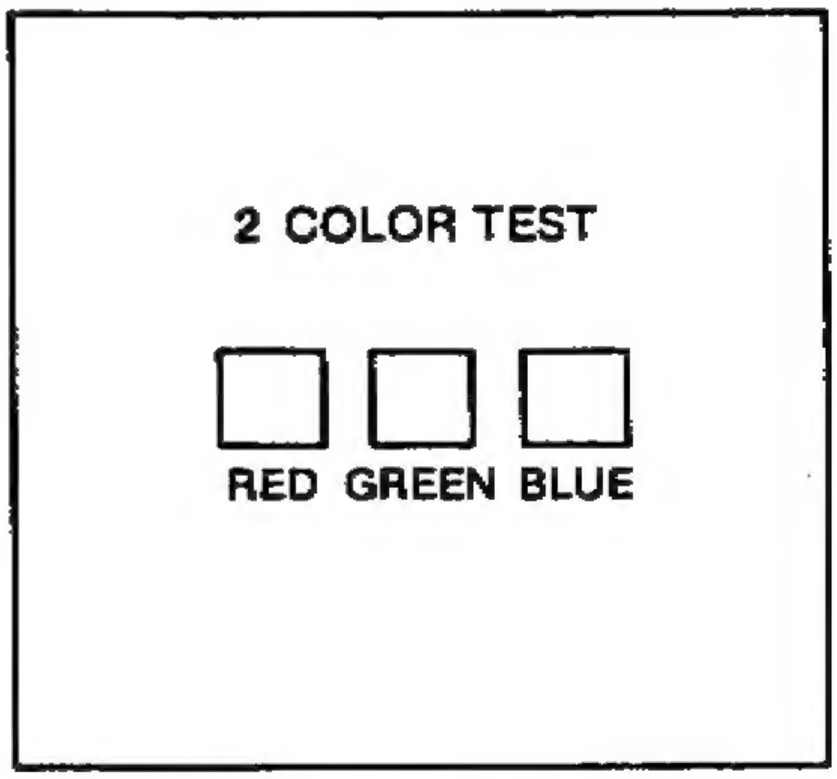


B. PICTURE 1 - CROSS HATCH

Adjust the monitor for a SQUARE PATTERN throughout the display and on the edge of the monitor.

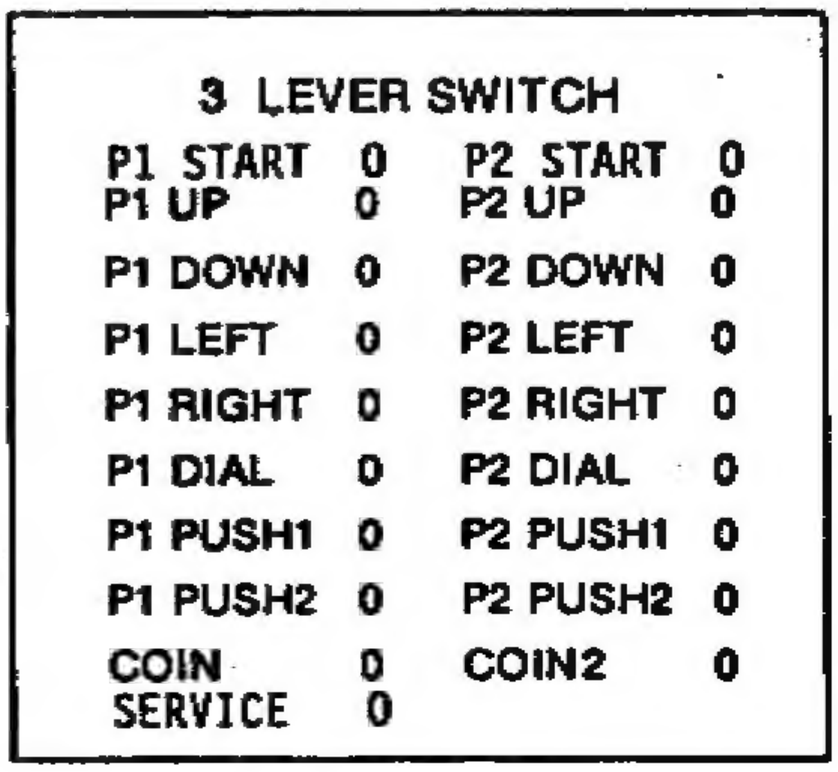
C. PICTURE 2 - COLOR TEST

Assures that the correct colors are properly wired to the monitor.



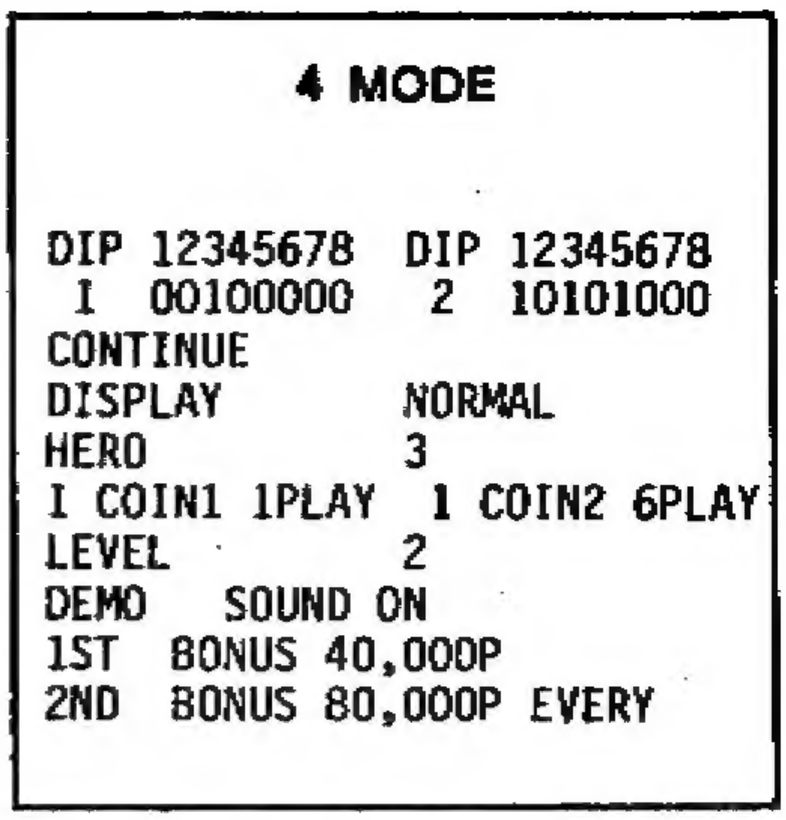
D. PICTURE 3 - CONTROL TEST

As a lever or switch turns on, 0 on the monitor will change to 1. Turning the joystick dial clockwise increments the LEVER DIAL by one. Turning the joystick dial counter-clockwise decrements the LEVER DIAL by one. Insert coin and confirm that the COIN change from a 0 to 1. The service switch can also be checked here.



E. PICTURE 4 - MODE CHECK

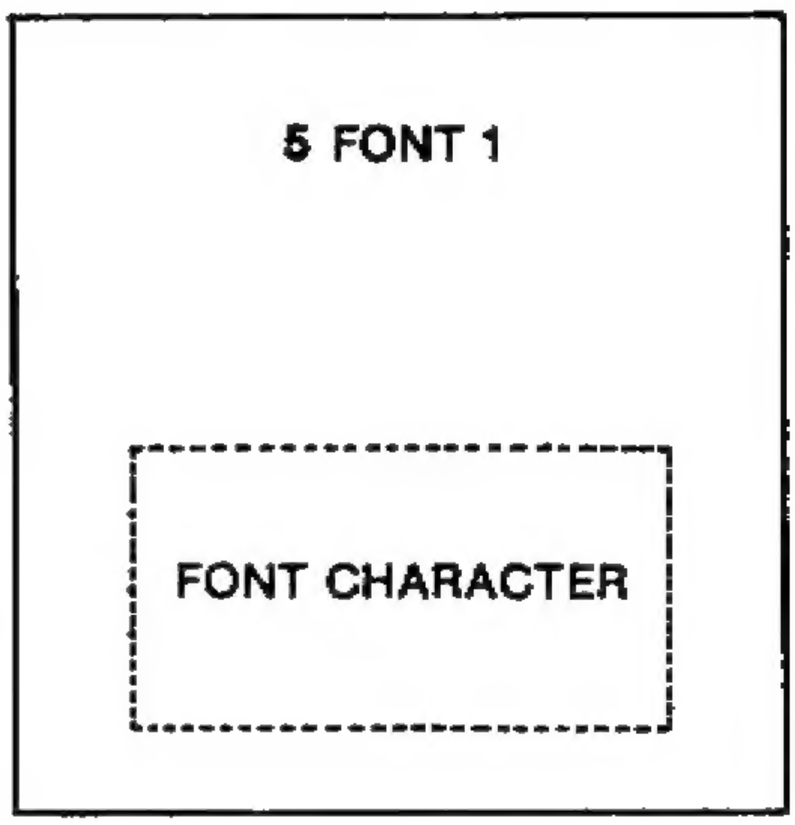
Set desired mode by setting the DIP SWITCHES on the PCB. (Refer to the OPTIONAL SETTINGS.) When the switch turns on, the number of that BIT will change from 0 to 1. The actual mode will also be displayed.



F. PICTURE 5 - 7 FONT TEST

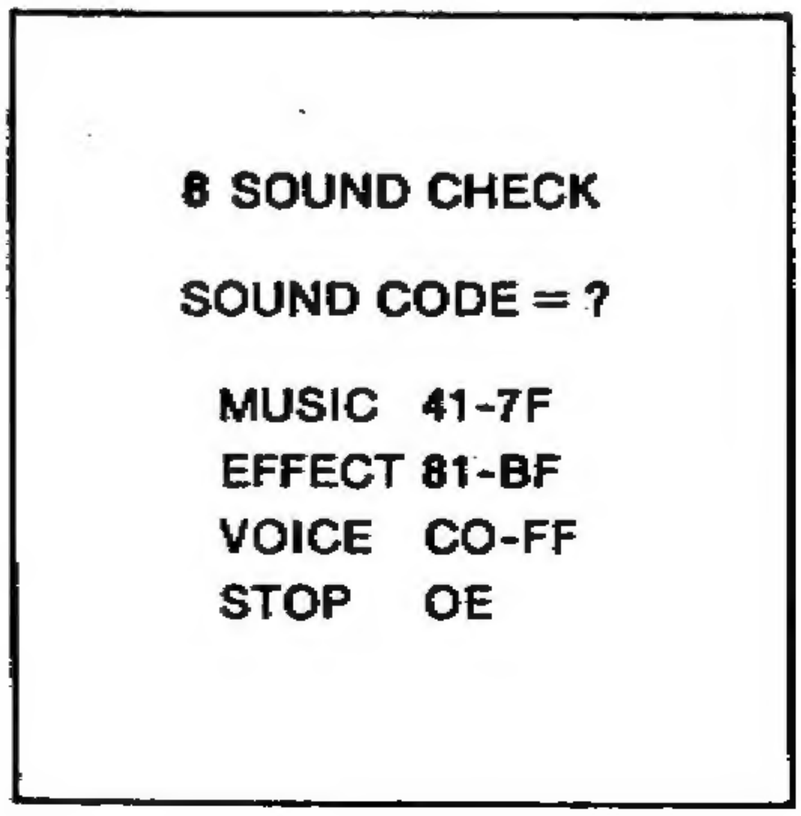
Confirm that the Characters are displayed on the monitor. There are different colors of characters that will be displayed automatically.

Picture 6 Font 2
Picture 7 Background Check



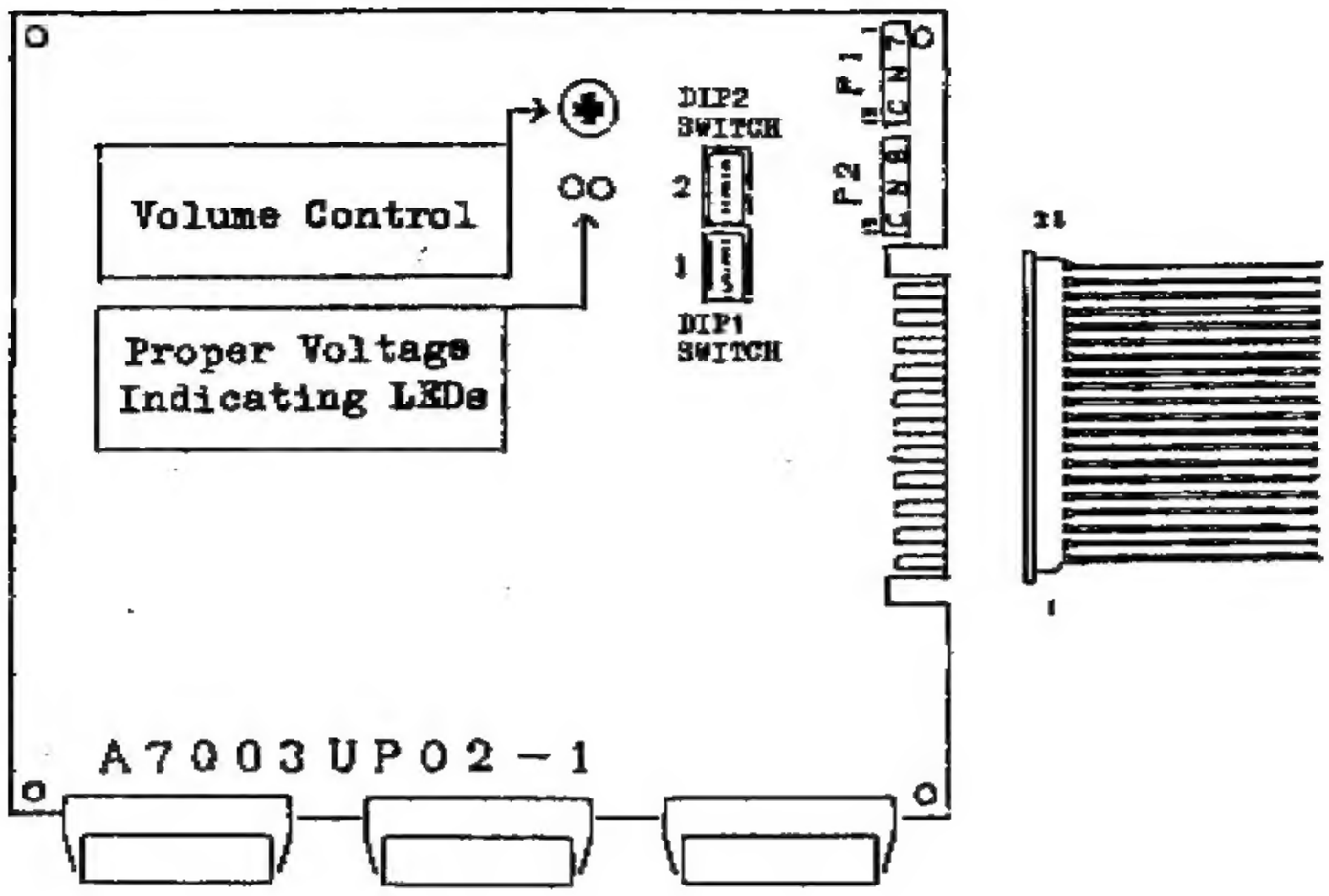
G. PICTURE 8 - SOUND CHECK

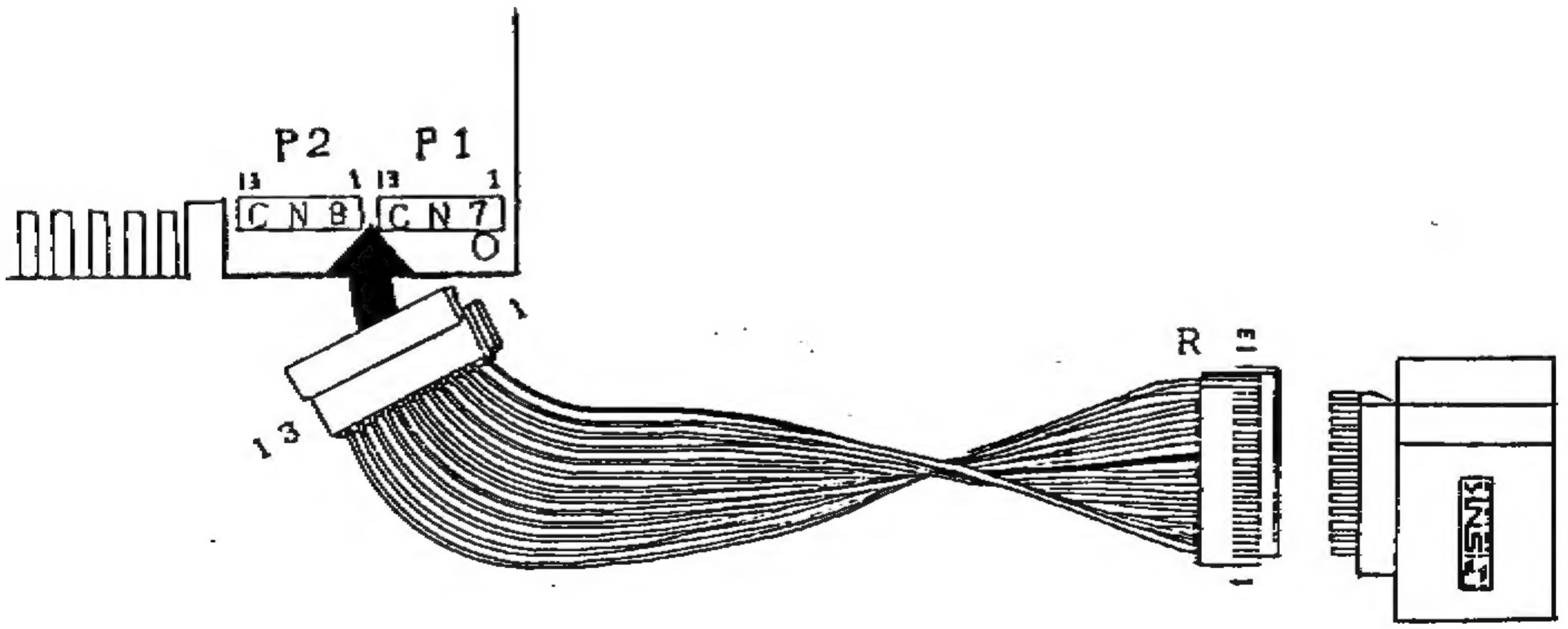
Set up the sound Code ("?") to 41-7F, 81-BF or CO-FF by moving the joystick. The music, special effects or voice will activate when you press 1st Player Control Button A. If you want to stop the sound, set the Code to OE and press 1st Player Control Button A.



D. JOYSTICK ROTARY CONNECTIONS:

*NOTE: "R"(Rotary) for proper connection of the Harness.





E. LS30 - 24 JOYSTICK ASSEMBLY DIAGRAM

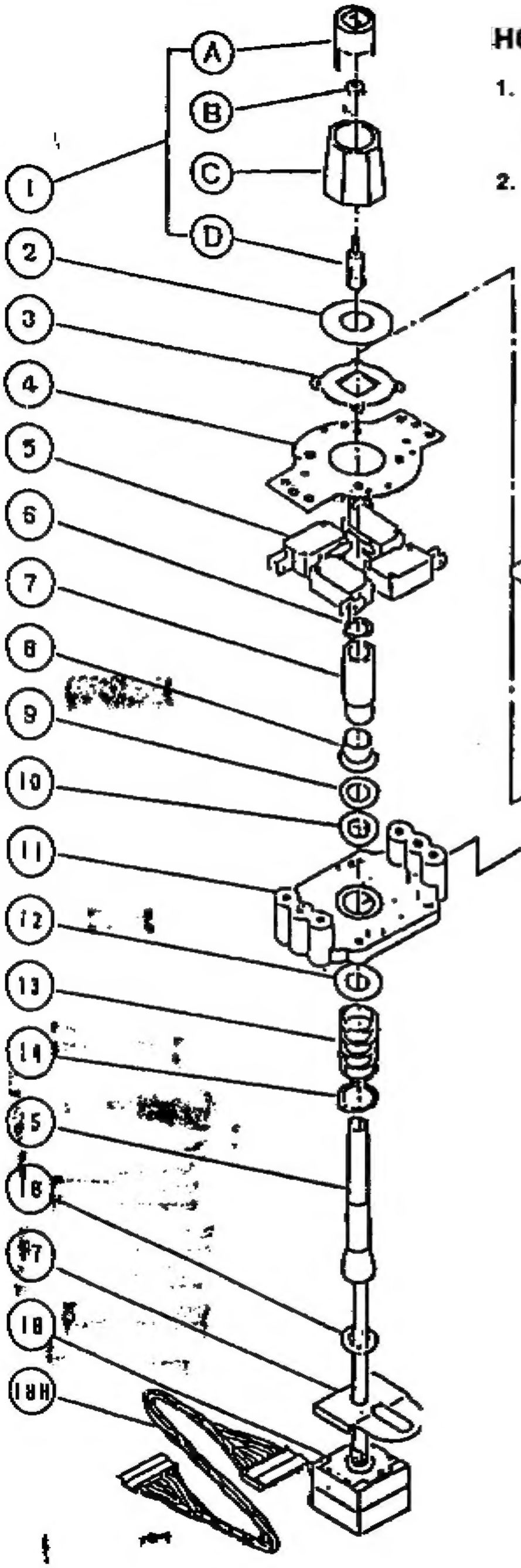
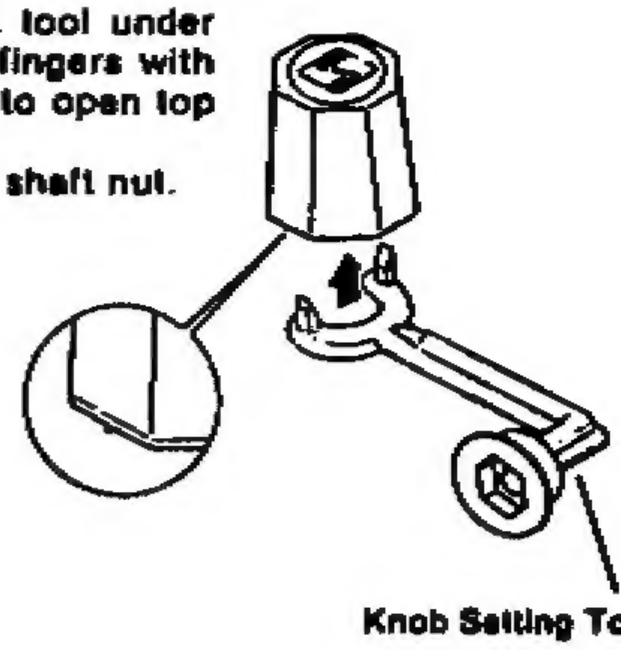


FIGURE 2

HOW TO REMOVE KNOB OF JOYSTICK ASSEMBLY.

1. Insert "fingers" of joystick tool under knob Make sure to align fingers with dots under knob. Push up to open top cap.
2. Use hex wrench to remove shaft nut.

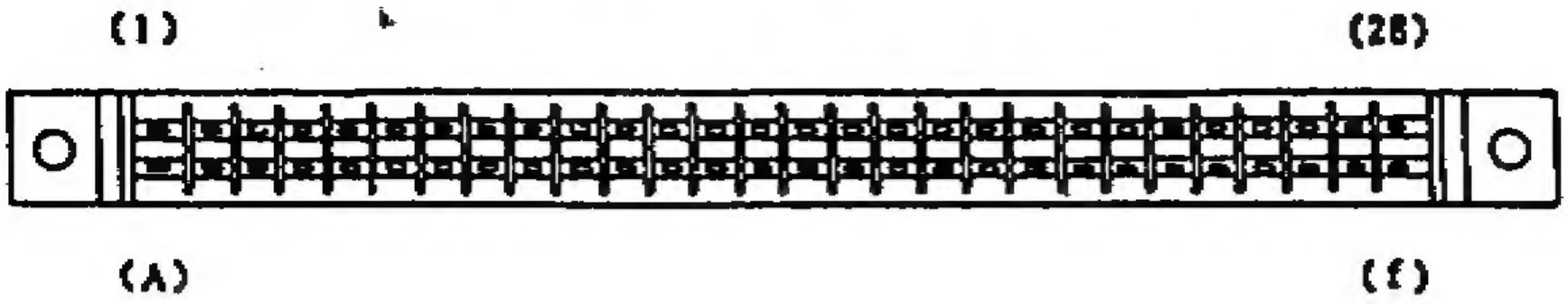


Knob Setting Tool

PARTS NO.	PARTS NAME
LS30- 1	Knob
A	Cap
B	Knut (M8)
C	Knob (Main Body)
D	Fastener
LS30- 2	Lever mask
LS30- 3	Main guide
LS30- 4	Micro Switch Plate
LS30- 5	Micro Switch
LS30- 6	90 C-Clip
LS30- 7	Spacer (B)
LS30- 8	Spacer (A)
LS30- 9	Washer (small)
LS30-10	Shaft Holder
LS30-11	Shaft Holder Stand
LS30-12	Washer (large)
LS30-13	Spring
LS30-14	120 C-Clip
LS30-15	Shaft
LS30-16	Star Washer
LS30-17	Rotary Switch Installation Plate (SUS)
LS30-18	Rotary Switch
LS30-18H	Harness
LS30-19	Rotary Switch Stopper
LS30-20	Stand
LS30-21	Steel Base
LS30-22	Knob setting tool
LS30-24	Complete Assembly

MAIN HARNESS CONNECTIONS

CONNECTOR CR7E - 56DA - 3.96E (HIROSE)



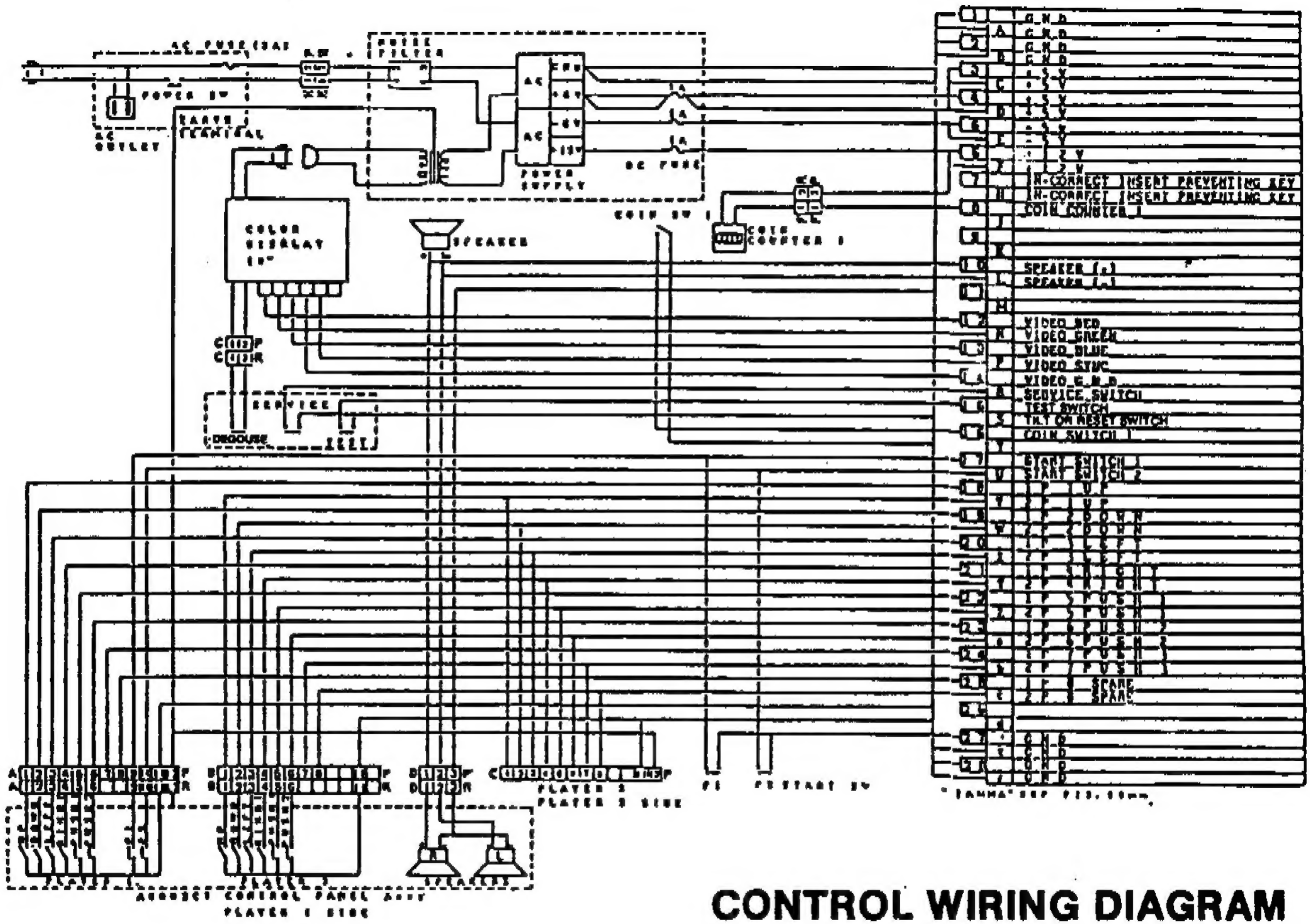
Color Key: Stripe / Background

WIRE COLOR	SOLDER SIDE	PIN NAME PIN #		PARTS SIDE	WIRE COLOR
BLACK	Ground	A	1	Ground	Black
BLACK	Ground	B	2	Ground	Black
RED	+5VDC	C	3	+5VDC	RED
RED	+5VDC	D	4	+5VDC	RED
GREEN	-5VDC	E	5	-5VDC	GREEN
White [redacted]	+12VDC	F	6	+12VDC	[redacted] White
	KEY	H	7	KEY	
		J	8	Coin Counter 1	BROWN
	Ground	K	9	Ground	red
WHITE	Left Speaker -	L	10	Right Speaker +	White
Blue / Black		M	11	Audio (+)	Blue/White
GREEN	Video Green	N	12	Video Red	Red [redacted]
GRAY/[redacted]	Video Sync	P	13	Video Blue	LIGHT BLUE
[redacted]	Service Switch	R	14	Video Ground	BLACK
[redacted]	RESET	S	15	Test Switch	[redacted]
		T	16	Coin Switch 1	[redacted]
Wht/gray [redacted]	2P Start	U	17	1P Start	[redacted] Gray
Wht/purple [redacted]	2P Control 1 UP	V	18	1P Control 1 UP	[redacted] purple
Wht/blue [redacted]	2P Control 2 DOWN	W	19	1P Control 2 DOWN	[redacted] blue
Wht/yellow [redacted]	2P Control 3 RIGHT	X	20	1P Control 3 RIGHT	[redacted] yellow
Wht/green [redacted]	2P Control 4 LEFT	Y	21	1P Control 4 LEFT	[redacted] green
Wht/orange [redacted]	2P Control 5 PUSH 1	Z	22	1P Control 5 PUSH 1	[redacted] orange
Wht/red [redacted]	2P Control 6 PUSH 2	a	23	1P Control 6 PUSH 2	[redacted] red
		b	24		
		c	25		
		d	26		
BLACK	Ground	e	27	Ground	BLACK
BLACK	Ground	f	28	Ground	[redacted]

FIGURE 5

Note: Push 1 = fire

[redacted] = grenade



CONTROL WIRING DIAGRAM

FIGURE 6